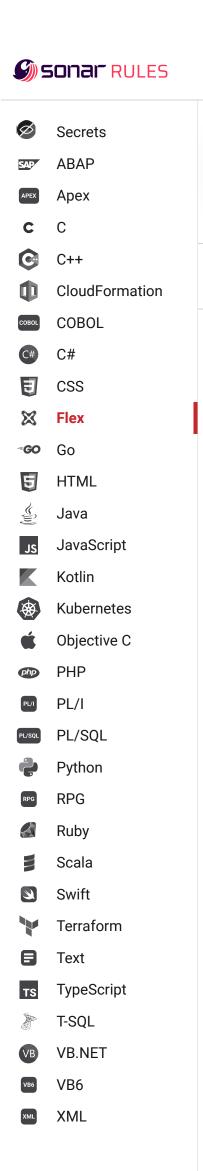
Q





## Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

Il rules (76) <b>6</b> Vulnerability (5)	₩ Bug 9 Security Hotspot 1 Security Hotspot 1
	Tags   Search by name
Security.allowDomain() should only be used in a tightly focused manner  Uulnerability	Classes should not have too many fields  Analyze your code
The flash.system.Security.exactSettings property should never be set to false	Code Smell  Major  brain-overload
<b>备</b> Vulnerability	A class that grows too much tends to aggregate too many responsibilities an inevitably becomes harder to understand and therefore to maintain, and having a lot of fields is an indication that a class has grown too large.
Oynamic classes should not be used  Code Smell	Above a specific threshold, it is strongly advised to refactor the class into smaller ones which focus on well defined topics.
LocalConnection" should be configured to narrowly specify the lomains with which local connections o other Flex application are allowed	Available In: sonarcloud 🕙   sonarqube
<b>⑥</b> Vulnerability	© 2000 2022 Canaday Calura C.A. Cuiteadand All cartest in comprish watertail
default" clauses should be first or last  Code Smell	© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved.  Privacy Policy
Event types should be defined in netadata tags	
Code Smell	
Event names should not be hardcoded n event listeners	
Code Smell	
The special "star" type should not be used	
☼ Code Smell	
Variables of the "Object" type should not be used	
Code Smell     Code Smell	
Methods should not be empty  Code Smell	
Constant names should comply with a naming convention	
☼ Code Smell	

All branches in a conditional structure should not have exactly the same

Classes that extend "Event" should

implementation

Rug Bug

override "Event.clone()"  • Bug
Constructors should not dispatch events
Rug
"ManagedEvents" tags should have companion "Event" tags
₩ Bug
Objects should not be instantiated inside a loop
Two branches in a conditional structure should not have exactly the same implementation
Constructor bodies should be as lightweight as possible
Only "while", "do" and "for" statements should be labelled
Statements, operators and keywords specific to ActionScript 2 should not be used
"for" loop stop conditions should be invariant
Unused function parameters should be removed
Code Smell